



ACECOMBAT™

Distant Thunder

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SONY



COMPUTER
ENTERTAINMENT®

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Nos. and **POWERLINE** Nos.



SCES-50410

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 75KB minimum • Analog Control Compatible: all buttons • Vibration Function Compatible

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HS17GN3
ENGLISH



ASTEROID CATASTROPHE LOOMS

Scientists last night announced the discovery of a meteorite on a direct collision course for Earth. The meteorite, labelled 'Ulysses', is estimated to measure a massive 3.2 kilometres long. According to a government source, a collision with our planet would cause "widespread devastation of unimaginable proportions".

THE UNVEILING OF HOPE

The international community will stand shoulder to shoulder today at the unveiling of 'Stonehenge', the missile launcher designed to destroy the Ulysses meteorite. The ceremony will be held in San Salvacion, a country chosen for its historically neutral position. Representatives from each of the nations that co-operated in the manufacture of Stonehenge are expected to attend. However, the peaceful atmosphere of the occasion is likely to be marred by protestors planning to stage a demonstration throughout. They are expressing fears that such a powerful weapon could cause widespread damage should it fall into the wrong hands.



FIFTH ATTEMPT FAILS

The future of the Stonehenge project began to look uncertain yesterday, as it was revealed that a fifth attempt to destroy Ulysses has proved unsuccessful. Scientists blame the latest in a long series of failures on unpredictable changes in atmospheric pressure.

THE DEVASTATION CONTINUES

Scenes of catastrophic destruction are set to continue today as the world struggles to come to terms with the worst natural disaster it has ever faced. It is now two weeks since the Ulysses meteorite split into over a thousand pieces, raining devastation on the Earth. An estimated 500,000 people are already dead, and scientists say this figure could rise well into the millions over the coming weeks. With the markets in turmoil and the refugee problem increasing daily, panic is continuing to spread.



EURSEA

UNDER SUSPICION

Concerns are growing over recently leaked reports detailing military activity by the country of Eursea. According to the reports, the Eursean government has begun a massive conscription of troops. With the global political situation still in turmoil after the Ulysses disaster, this would suggest that a military offensive is imminent. An Eursean spokesman denied the claims, saying that "A large number of civilians, concerned about Eursean national security, have indeed volunteered for the army. However, we have accepted them solely for the purposes of defence."

CRISIS CONTINUES

AS CAPITAL FALLS

After three days of intense air raids and ground fighting, Eursean troops have gained control of the capital of San Salvacion. The international community has expressed outrage at this invasion of a politically neutral state, and neighbouring countries are banding together to form the Independent States Allied Force (ISAF).



STONEHENGE UNDER EURSEAN CONTROL

The crisis in San Salvacion escalated today as it was confirmed that Eursean troops have gained access to the Stonehenge missile launcher, placing it 'under military supervision'. According to reports, the Eurseans are in fact planning to use Stonehenge as an anti-aircraft weapon. Such a weapon would have a massive range, giving Eursean control over the airspace of the entire continent. Counter attacks by the ISAF are expected to begin in the next few days.

NEW HOPE FOR ISAF

There was renewed hope in the war against Eursean today as the latest batch of trained fighter pilots was inaugurated into the ISAF. A spokeswoman said that the pilots' supreme aerial combat skills would prove invaluable to beleaguered ground troops, recently forced to retreat to the North in the face of heavy attacks. According to some analysts, this aerial offensive could be the ISAF's last hope of defeating the increasing might of Eursean.



SETTING UP

Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Make sure the MAIN POWER switch (located on the back of the console) is turned off. Attach game controllers / other accessories as appropriate BEFORE you switch your console on. It is advised that you do not insert or remove accessories once the power is turned on.

Now turn the console ON at the MAIN POWER switch and press the /RESET button. When the  indicator lights up green, press the  button and the disc tray will open. Place the **ACE COMBAT™: DISTANT THUNDER** disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Finally, press the /RESET button again before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the game's development. All screenshots for this manual have been taken from the English version of this game, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished game.

It is recommended that you select your preferred language settings from the PlayStation®2 System Configuration before commencing play. Choose from English, French, Italian, German or Spanish.



MEMORY CARDS

PLEASE NOTE: throughout this manual, the term 'Memory Card' is used to describe the Memory Card (8MB) (for PlayStation®2) - (product code SCPH-10020 E). Memory Cards (SCPH-1020 E) designed for use with PlayStation® (PS one™) format software are not compatible with this game.

To save game settings and progress, insert a Memory Card into MEMORY CARD slot 1 of your PlayStation®2. You can load saved game data from the inserted Memory Card, or any Memory Card containing previously saved **ACE COMBAT™: DISTANT THUNDER** data. Make sure there is enough free space (at least 75KB) on your Memory Card before commencing play.

2 PLAYER GAMES

Two controllers are required to play the 2 Player modes in **ACE COMBAT™: DISTANT THUNDER**. Connect the controller for Player 1 into controller port 1 and the controller for Player 2 into controller port 2.



DIRECTIONAL BUTTONS — MOVEMENT

In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of both the directional buttons and the left and right analog sticks. In order to use the left and right analog sticks, the Analog Controller (DUALSHOCK®2) should be in analog mode (mode indicator: Red).

MENU CONTROLS

↑ or ↓

Select option

← or →

Change option

⊗ button

Confirm

⬆ button

Cancel / return to previous menu

▶ button at Title Screen

Access Mode Select screen

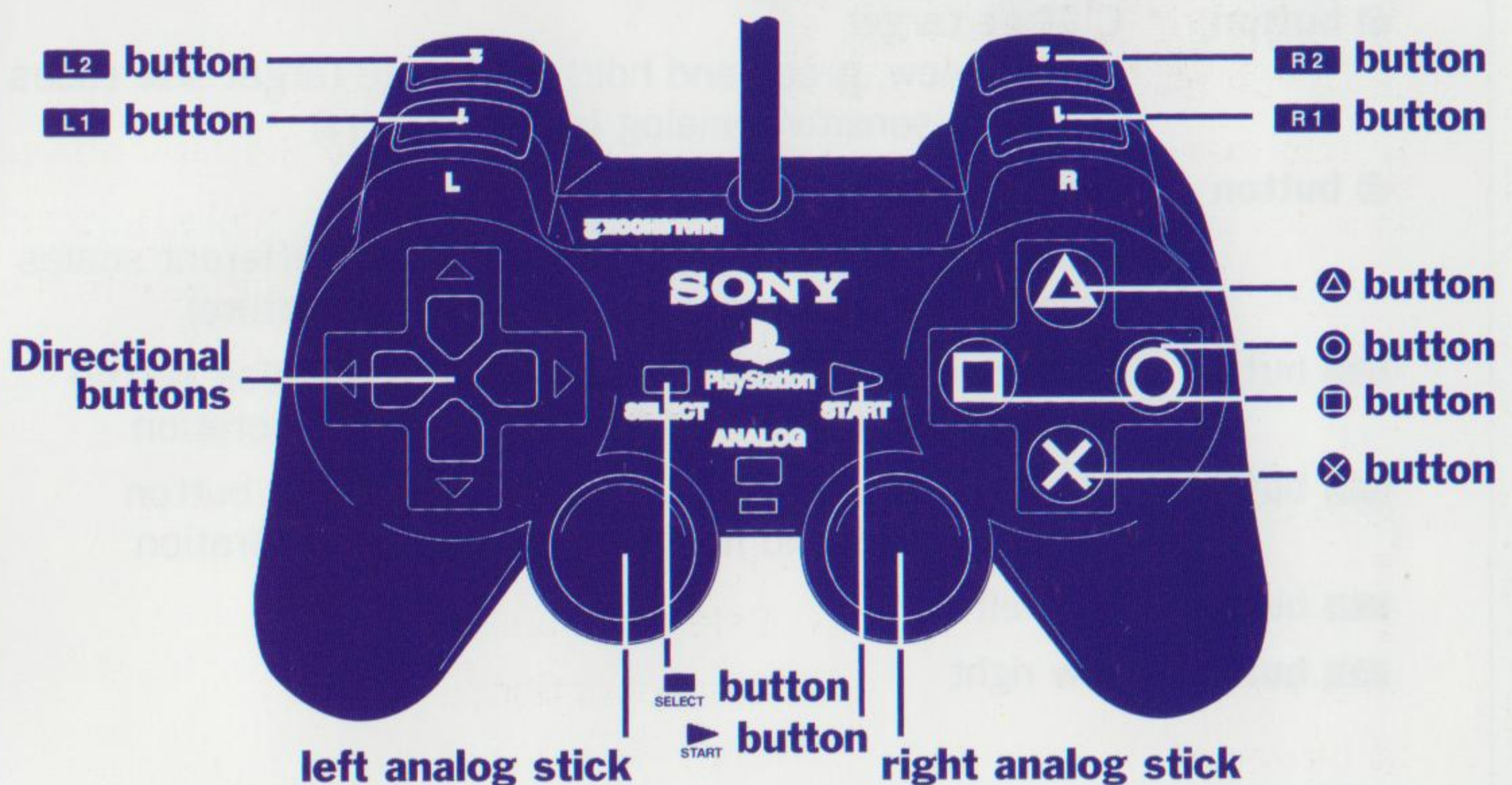
NOTE: you can also skip interludes and FMVs by pressing the **▶** button.



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IN-GAME CONTROLS



You can control your aircraft using one of two control methods: EASY or NORMAL. The default setting is NORMAL, but you can change this in the Options Menu.

NOTE: ACE COMBAT™: DISTANT THUNDER will not support a digital Controller.



NORMAL CONTROLS

BASIC BUTTON FUNCTIONS

- START button** Display Pause Menu
Skip takeoff / landing
- SELECT button** Toggle missile / special weapon



- button** Fire missile / special weapon
Press and hold to track missile
- ⊗ button** Fire Vulcan machine gun
- △ button** Change target
In HUD view, press and hold to change target size (uses pressure sensitive analog button feature)
- ◻ button** Display map
Press and hold to toggle between three different scales (uses pressure sensitive analog button feature)
- L1 button** Throttle down (uses pressure sensitive analog button feature) Press and hold for maximum deceleration
- R1 button** Throttle up (uses pressure sensitive analog button feature) Press and hold for maximum acceleration
- L2 button** Yaw left
- R2 button** Yaw right

LEFT ANALOG STICK

- ↑ Pitch down (descend)
- ↓ Pitch up (ascend)
- ← Roll left
- Roll right

RIGHT ANALOG STICK

- ↑ Underbelly camera view
- ↓ Overhead camera view
- ← Right wing camera view
- Left wing camera view

R3 button Display rear view and then adjust as above
(Press right analog stick) (not available in first person view)



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DIRECTIONAL BUTTONS

- ↑ Level off / autopilot
- ↓ Change point of view
- Press repeatedly to toggle between first person, third person and HUD view



EASY CONTROLS

The basic EASY button functions are the same as the NORMAL controls, except that the **L2** and **R2** buttons are not used. The left analog stick controls differ as follows:

LEFT ANALOG STICK

- ↑ Pitch down (descend)
- ↓ Pitch up (ascend)
- ← Veer left
- Veer right

GAME MODES

Press the  button at the title screen to display the Mode Select screen.



NEW GAME

Select this mode to start a new game. Before beginning play, select your difficulty mode according to your experience; try a VERY EASY game if you are a first-time pilot.



LOAD

Select this option to load data you have previously saved to Memory Card.



TUTORIAL

In this mode you can review basic procedure and practice controlling your aircraft. Choose from five different stages: **BASIC TRAINING**, **MISSILE TRAINING**, **GUN TRAINING**, **WEAPONRY TRAINING** and **PRACTICAL TRAINING**.

During training, a controller image in the upper right hand corner will show you which buttons to press. Training is essential for beginners who need to learn the controls, and useful for experienced players who want to improve their skill level and earn higher scores.



VS MODE

Two pilots can go head-to-head in this mode. There are initially five different missions to choose from, each with a different set of objectives and rules.

Once you have selected your mission, each player must choose their aircraft - select 1P AIRCRAFT or 2P AIRCRAFT to enter the hangar. To select aircraft which you have bought in single player mode, you must first load your saved game from the Main Menu. To change the number of points needed for a win, select VICTORY COUNT. When you are ready, select START MISSION.



OPTIONS

This menu allows you to adjust various game settings and review your flight data.



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CONTROLLER SETUP

Access this menu to change the following options:

- | | |
|---------------------|--|
| PLAYER | Select the controller to which the changes will apply. |
| CONTROL TYPE | Select NORMAL or EASY. |
| REVERSE | Toggle ON or OFF to set the left analog stick controls for pitch up / down (the default is OFF). |
| VIBRATION | Turn the vibration function of your Analog Controller (DUALSHOCK®2) ON or OFF. |
| PILOT VIEW | Toggle the underbelly and overhead camera view between NORMAL and REVERSE. |

SCREEN SETTINGS

This menu allows you to adjust the playing screen.

- | | |
|------------------------|---|
| SCREEN POSITION | Centre the gamescreen on your TV. |
| BRIGHTNESS | Adjust the brightness of the display. |
| SCREEN RATIO | Select 4:3 if playing on a standard television, or 16:9 if on a wide screen TV. |
| CAPTIONS | Set to ON to display every caption during the game. If you select OFF, only important captions will be displayed. |
| HUD UNIT | Select TYPE A if you want your HUD stats to be in imperial units, or TYPE B to display them in metric units. |

SOUND SETTINGS

Select this option to change the speaker and volume settings.

- | | |
|-------------------|--|
| SOUND | Select MONO or STEREO depending on your speaker configuration. |
| BGM VOLUME | Adjust the volume of the music. |
| SE VOLUME | Adjust the volume of the sound effects. |



VOICE VOLUME

Adjust the volume of the voice messages.

JET SE VOLUME

Adjust the volume of the aircraft's jet engines.

PERSONAL DATA

To view stats for the aircraft you have flown in previous missions, first load your game data from the Main Menu and then select this option.

TOTAL FLIGHT TIME

Total time you have spent in the air.

TARGETS DESTROYED

Successful hits (categorised into air and ground targets).

FLIGHTS

The number of times the aircraft has flown a mission.

USAGE

Percentage of use for the aircraft during the game.

PLAYING THE GAME



STRATEGY MAP

Use the Strategy Map to get an overview of the current situation. Press the  button to skip to the next message. To access the Detail Map



without viewing all of the messages, press the  button.

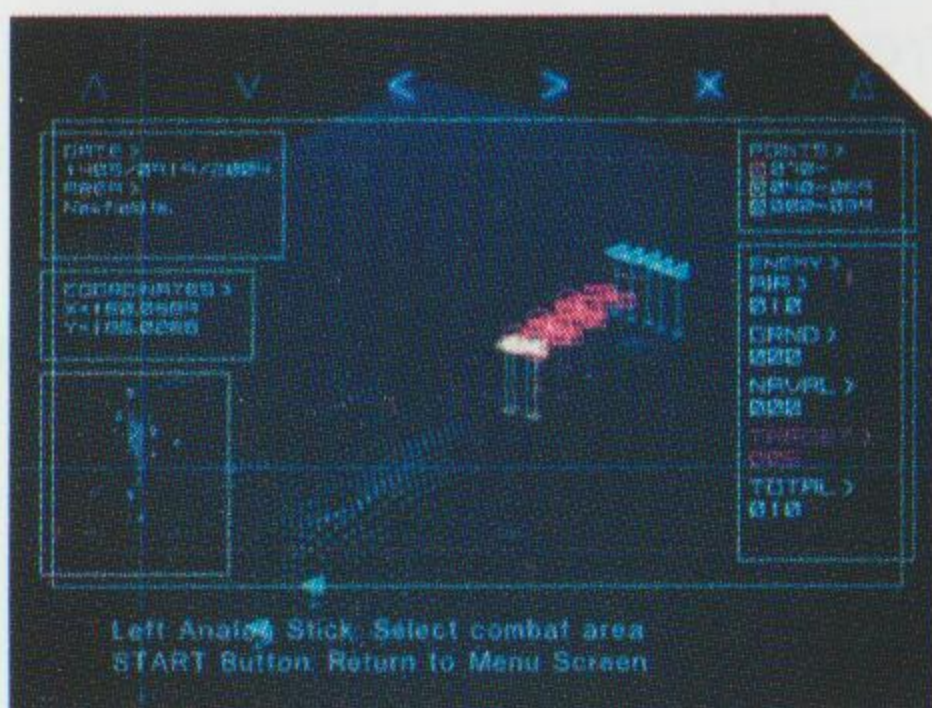


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DETAIL MAP



Press ◀ or ▶ to zoom in and out on the Detail Map and review the status of each combat area. The map shows enemy AIR, NAVAL and GRND (ground) units. It also displays your TARGET objective. When you have finished looking at the Detail Map, press the  button to proceed.



PRE-MISSION SELECT SCREEN

This screen allows you to make final preparations before you begin your mission.

START MISSION

Select this option when you're ready to head out.

BRIEFING

Review the Detail Map to confirm the mission objectives prior to combat.

BUY

When you've saved enough money, you can purchase new aircraft and weapons from this menu. When the item you want is displayed, press the  button to buy it.

AIRCRAFT

Upgrading your aircraft can greatly improve your success in combat. Review the aircraft profiles to make an informed purchase.

WEAPON

Each weapon is designed for a specific purpose, so keep your upcoming missions in mind when making a purchase.

SELL

You can also sell your aircraft and weapons. When the item you want to unload is displayed, press the  button to confirm the sale.

OPTIONS

Adjust the game settings (see earlier in this manual for more details). You can also exit to the Title Screen from this menu by selecting TITLE.

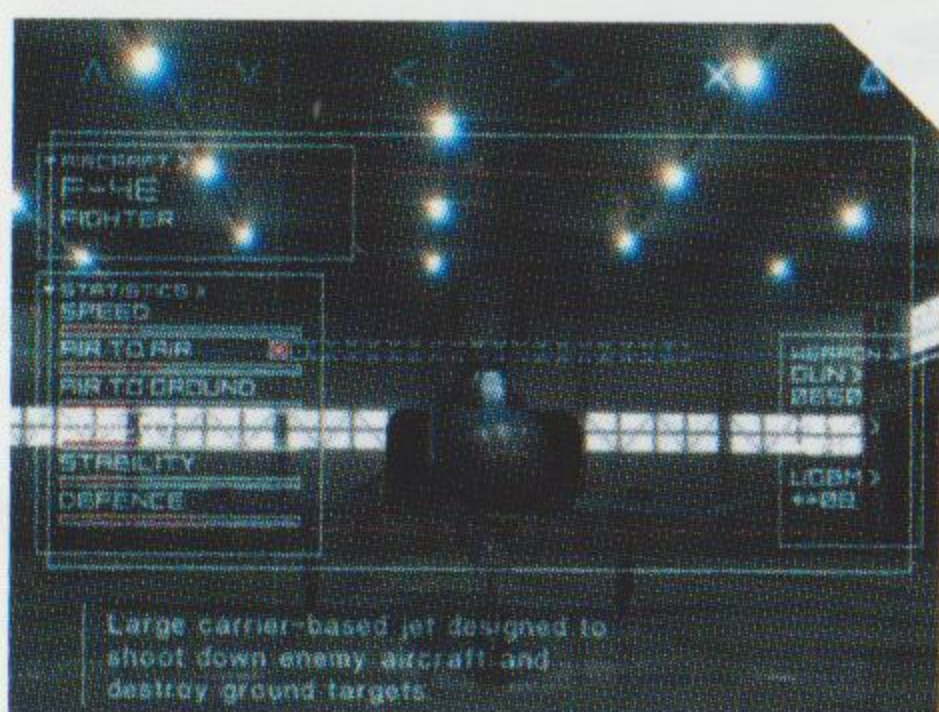
SAVE

Save your progress (this option is explained in more detail later in this manual).

LOAD

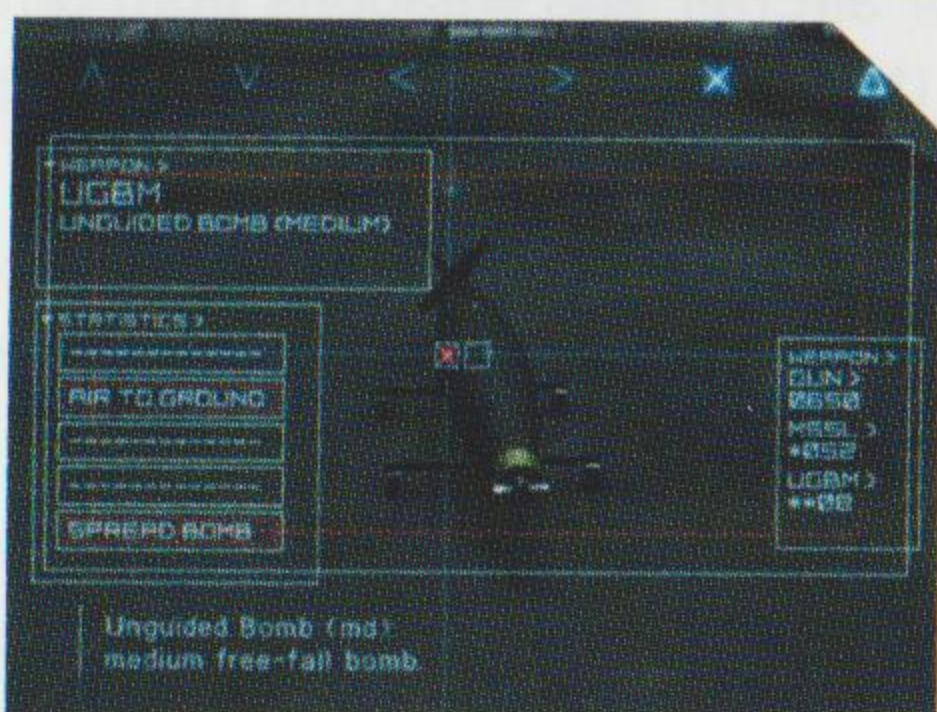
Continue a saved game from the last mission played (explained later in this manual).

✕ AIRCRAFT SELECT SCREEN



This is where you choose the aircraft you will fly on your next mission. Press the  button to view the aircraft from different angles. To confirm your selection, press the  button when your chosen aircraft is displayed.

✕ SPECIAL WEAPON SELECT SCREEN



Special weapons have various uses and abilities. It is essential to choose the weapon that's most suitable for the mission. Weapons are categorised using the following abbreviations:

- **AA (air-to-air)** – effective against aerial targets.
- **AG (air-to-ground)** – effective against ground targets.
- **HMG (homing)** – missiles that chase targets.
- **MLT (multi-targeted)** – lock onto multiple targets simultaneously.



- **SPB (spread bomb)** – cause damage over a large area.

To view a weapon at different angles, press the  button. Press the  button to select the displayed weapon.

GAME RULES



MISSION OBJECTIVES SCREEN

This screen displays the objectives you need to meet in order to complete your mission. You may be instructed to destroy specific targets, for example, or score a certain amount of points within an allotted time. Make sure that you understand your objectives before you begin your mission.



MISSION FAILURE

You will automatically fail your mission if:

- Total damage to your aircraft reaches 100%.
- Your aircraft crashes.
- Your aircraft exits the combat area.
- The time allotted for the mission runs out.
- The mission objectives are not met.

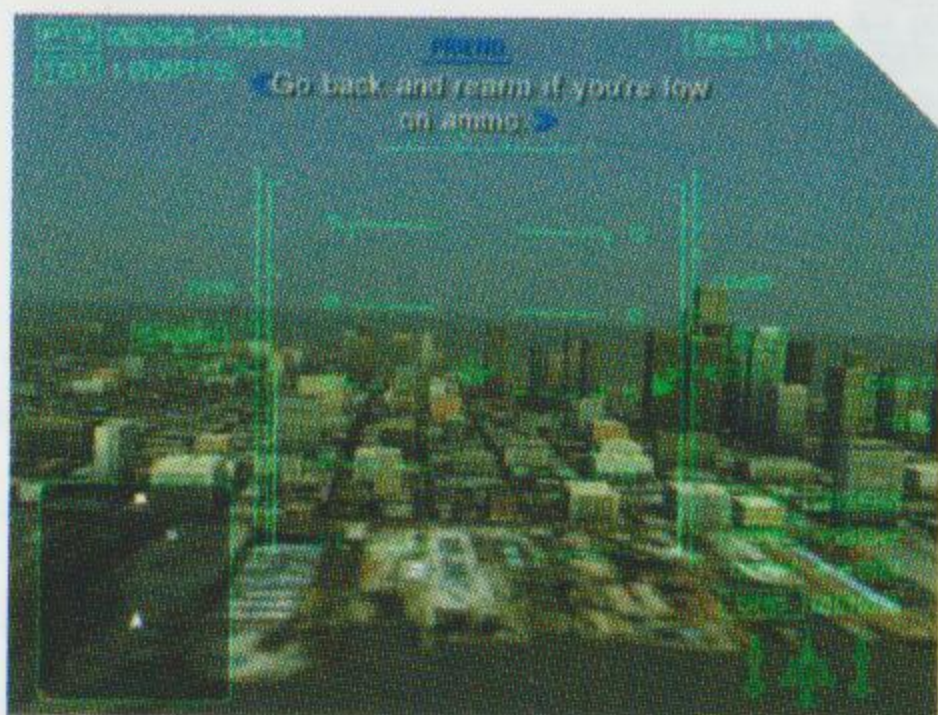


CONDITIONS FOR TAKEOFF AND LANDING

You have the option to do a manual takeoff or landing when crossing the return line. (For details of how to takeoff and land, see later in this manual.)

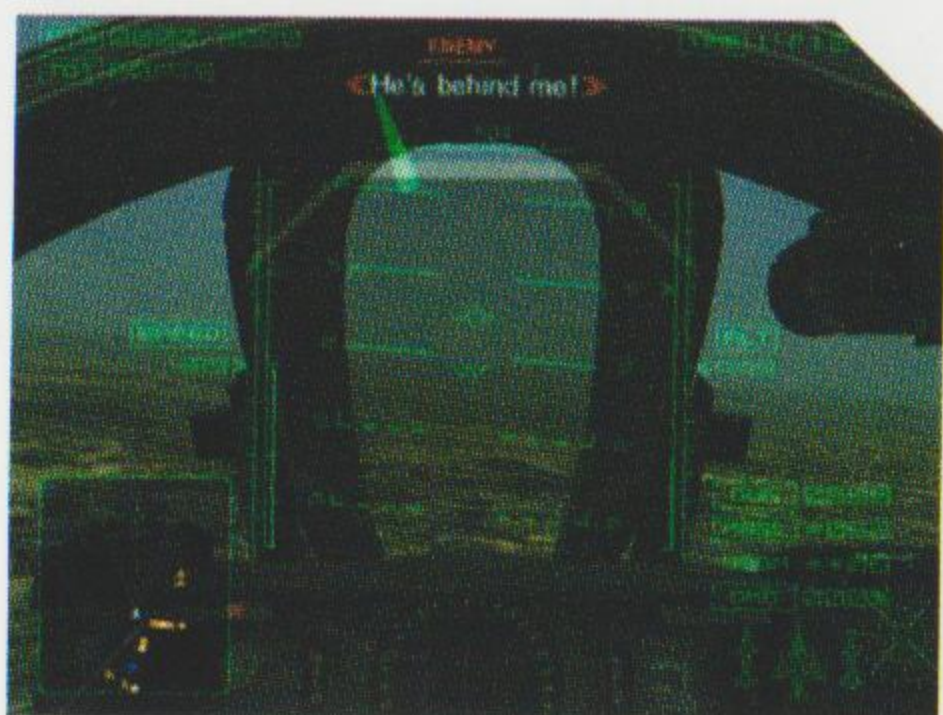
MISSION SCREEN

You can toggle between three different viewpoints whilst in the air by pressing the ↓ directional button.



HUD VIEWPOINT

3RD PERSON



1ST PERSON

NOTE: not all of the following information is displayed at all times; the mission screen will vary depending on your selected viewpoint.

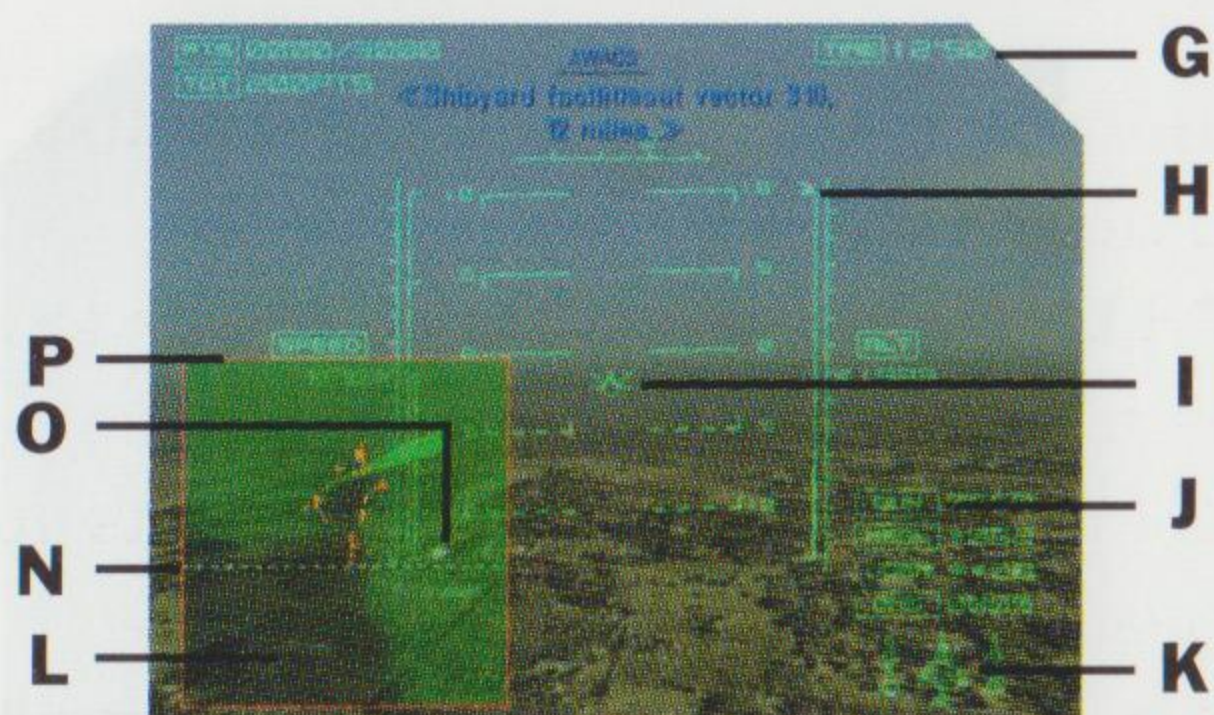
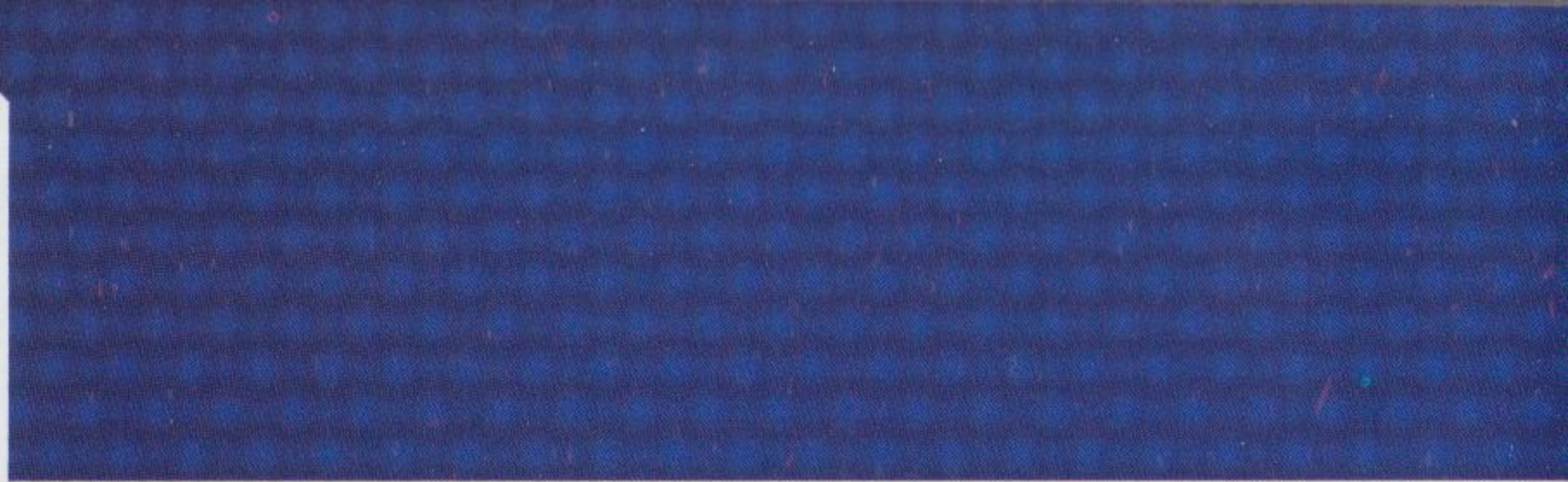


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- A DIRECTION** – the direction in which your aircraft is heading.
- B CURRENT POINTS** – the number of points earned in the mission so far. Your score will go up each time you defeat an enemy. In some stages, **POINTS REQUIRED** (the number of points you need to score to complete the mission) will also be displayed.
- C SPEED** – your current speed. You can switch the display between km/h and mph in the Options Menu.
- D ENGINE THROTTLE** – your engine's output. Press **R1** to increase the throttle or **L1** to decrease it.
- E PITCH SCALE** – your current pitch in relation to the horizon. Increments are five degrees. Negative pitch is displayed as a dotted line.
- F ALTITUDE** – your current height. You can change the display to show altitude in metres or feet in the Options Menu.



G TIME REMAINING – the time you have left to complete the mission.

H DISTANCE SCALE – the arrow indicates the distance between you and the enemy. The closer you get, the further down the arrow will move. The thick bar represents missile range: when the arrow enters the bar, you can lock-on to that enemy.

I WHISKEY MARK – indicates the aircraft's horizontal tilt.

J AMMUNITION –

- GUN: number of bullets remaining.
- MSSL: number of missiles remaining.
- UGBS: number of special weapons remaining.

K DAMAGE – total damage the plane has taken. As you are hit by enemies, the colour of the aircraft icon will change from green to yellow, followed by red and then flashing red. If the damage meter reaches 100%, you will fail your mission.

L ENEMY SEARCH RADAR – this radar will automatically adjust between three radar scales depending on the distance between you and the enemy. Enemies appear as red, yellow or white marks; allies are blue. Use the  button to switch the enemy search radar to the overall map. Press the  button (which uses the pressure sensitive analog button feature) to toggle between three different map scales.

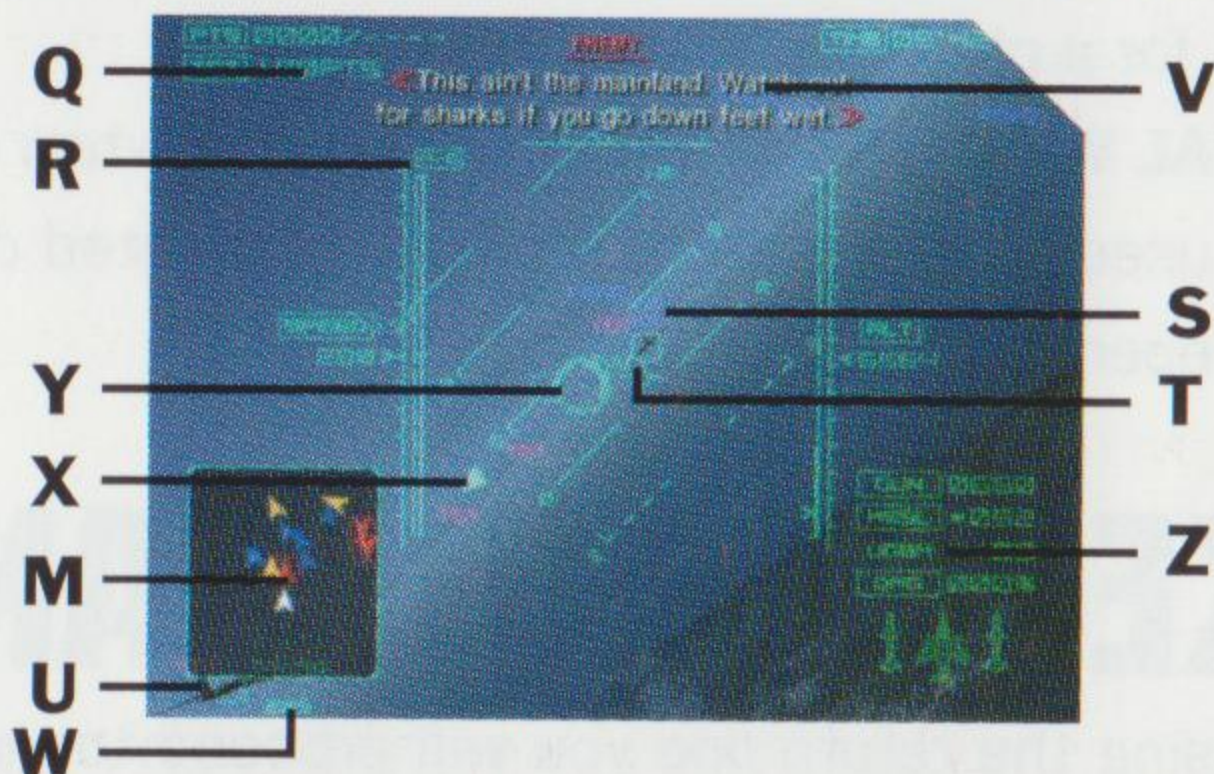


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- M CONE** – any enemies that come within this area will be visible on screen.
- N RETURN LINE** – cross the white dotted line to go back to base, repair your aircraft and pick up new supplies.
- O AIRCRAFT AXIS** – this line always points towards the nose of the aircraft.
- P MISSION BOUNDARY** – crossing a red line results in mission failure.

The following screen displays are only show in certain instances.



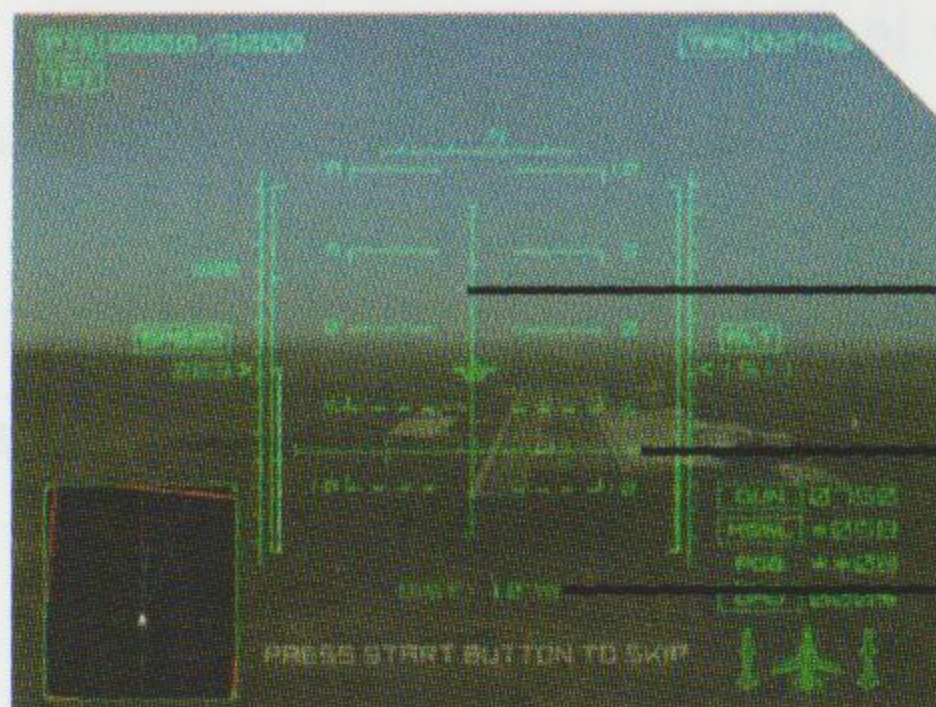
- Q TARGET INFORMATION** – the number of points earned when the targeted enemy is destroyed.
- R A / B (afterburner)** - displayed when your aircraft has reached maximum acceleration.
- S FRND** - friendly aircraft.
- T TARGET CONTAINER** – shows the type and distance of targets on screen.
- Airborne enemies: green squares
 - Ground enemies: green hexagons
 - Locked-on enemies: red squares
 - Allies: blue squares



- U MISSILE SEEKER** – a reticle marker for locking missiles on to targets. This is only displayed when the missile seeker overlaps the target.
- V COMMUNICATION WINDOW** – communications from allies are shown in blue. Intercepted enemy communications are shown in red.
- W DISTANCE TO ENEMY** – the distance between you and your enemy.
- X TARGET INDICATOR** – the position of the enemy you are pursuing.
- Y SIGHT RETICLE** – displayed when the target is within gun range. Fire your machine gun when the enemy appears in the centre of the reticle for a clean hit.
- Z SPECIAL WEAPONS DISPLAY** – displayed when special weapons are being used. Displays for the pippa (projected detonation area) will vary depending on the equipped weapon.

TAKEOFF AND LANDING

Upon crossing the return line you will proceed to the Takeoff / Landing screen. To skip the procedure, press the  button.



**GLIDE SLOPE
NEEDLE**

LOCALIZER NEEDLE

DISTANCE



DISTANCE

Distance to the next suitable landing spot

GLIDE SLOPE NEEDLE

Indicates the optimum vertical position of the aircraft for landing

LOCALIZER NEEDLE

Indicates the optimum horizontal tilt of the aircraft for landing



HOW TO LAND

Pay close attention to the glide slope needle and the localizer needle. Ensure that the two lines intersect at the centre of the screen, and then decelerate as you come into land by pressing and holding the **L1** button.

You have a limited amount of time in which to complete your landing. However, if you run out of time or crash, you will not be penalised. You will simply be given the opportunity to attempt the landing again.

If you complete the landing successfully, all munitions (machine gun, missiles and special weapons) will be fully reloaded and damage will be repaired. Select CHANGE WEAPON to equip a different special weapon. Select TAKEOFF to proceed to the Takeoff screen.



HOW TO TAKEOFF

Accelerate by pressing and holding the **R1** button. When you have gained enough speed, raise the nose of your aircraft to takeoff. To takeoff from an aircraft carrier, press and hold the **R1** button until the engine throttle is at maximum. The plane will rocket straight off the carrier.



PAUSE MENU

Press the  button during a mission to display the Pause Menu. This will give you the following options:

- | | |
|-----------------------|--|
| RETURN TO GAME | Continue the current mission. |
| REPLAY | Watch an instant replay of the last few moments of the mission. |
| RETRY | Restart the mission from your last takeoff. |
| QUIT MISSION | End the mission and return to the Pre-Mission Select screen. |
| CAPTIONS | Select ON to display all captions, or OFF to show important communications only. |

REPLAY SCREEN

You can watch a replay of your performance when your mission ends, regardless of whether or not you completed your objectives successfully. Press  or  to change the camera angle. To skip the replay, press the  button.

DEBRIEFING SCREEN

This screen is displayed after you complete a mission. It details manoeuvres you performed, points scored and any money earned (the amount of money you earn is based on the number of points you score above the minimum number required to clear the stage). You will also be given a ranking according to your performance. C is the lowest ranking you can receive and S is the highest.



Press the  button to view a summary of your results. Then select NEXT to proceed to the next stage, RETRY to attempt the mission again, or SAVE to save your progress to Memory Card.

SAVING AND LOADING



SAVING GAME DATA

You can save your game after clearing a mission, or from the Pre-Mission Select screen. Your option settings, such as screen position and controller configuration, will be saved along with your mission progress. There are four save files to choose from. If you select a file that already contains data, you will be asked if you are sure that you want to overwrite it.

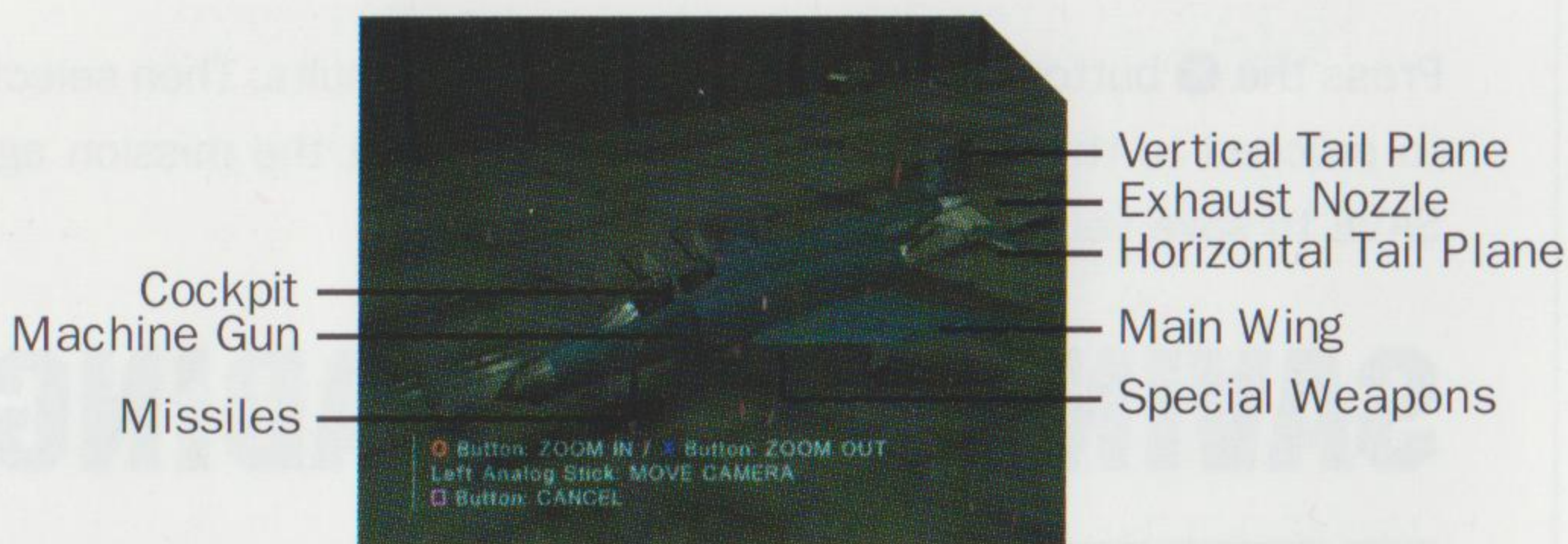


LOADING GAME DATA

To load a game you have previously saved to Memory Card, select LOAD in the Mode Select screen or the Pre-Mission Select screen, and then choose the file you want to load.

FLIGHT TECHNIQUES

This section explains some of the techniques you will need to use in order to complete your missions.



✕ AIRCRAFT ABILITIES

Aircraft can vary greatly in terms of their suitability for different missions. The following stats for each plane will be displayed on-screen to help you make your selection.

SPEED

Top speed. The higher the maximum throttle, the higher the speed.

AIR-TO-AIR

The ability to attack aerial targets. The higher the value, the more effective the aircraft is in combat against aerial enemies.

AIR-TO-GROUND

The ability to attack ground targets. The higher the value, the more effective the aircraft is in combat against land-based enemies.

MOBILITY

The higher the mobility, the smaller the turning radius.

STABILITY

The higher the stability, the less likely you are to stall when flying at low speeds.

DEFENCE

The defensive value of the plane. The higher the value, the more damage the aircraft can withstand.





ASCENDING AND DESCENDING: PITCH UP / PITCH DOWN

Ascending and descending (pitching) is done by raising or lowering the aircraft's nose. To lower the nose and descend, push the left analog stick **↑**. To ascend, push the left analog stick **↓**. If you try to ascend whilst travelling at a low speed, or accelerate whilst descending, your aircraft may stall. Setting the REVERSE option to ON in the Controller Setup screen will reverse the ascent / descent controls (see earlier in this manual).



TURNING: ROLLING AND YAWING

There are two ways of turning. One is to 'Yaw' so that the aircraft remains parallel to the ground and only changes heading. Yaws result in slow turns, so use them for precise adjustments. The other way to turn is to 'Roll' so that the aircraft rolls on its side and then turns by raising or lowering its nose. Rolls are used to chase targets or avoid enemy attacks. You must be able to accomplish both types of turn during missions.

TURNING CONTROLS IN EASY MODE

In Easy Mode, you can turn your aircraft by pushing the left analog stick **←** or **→** in the direction you want to go. You cannot yaw in Easy Mode. Once you're familiar with the controls, move up to Normal Mode to become a true ace.



GETTING BEHIND AN ENEMY

The ability to get on an enemy's tail is an essential technique, and one which will ensure that you have the upper hand in combat.



One way of doing it is to perform a simple flip. Start off with a sharp ascent then follow through with a somersault. This can cause disorientation, and at first you may find that it allows the enemy to escape. However, with practice it will become easy.

Alternatively, you can try a tight fast turnaround. This is a technique that comes in handy when you fly past an enemy. To execute this move, decelerate and turn in a tight circle. Be careful not to lose too much speed, or the target may escape.



SHAKING AN ENEMY OFF YOUR TAIL

If an enemy locks on or shoots a missile at you, the screen will turn red and a WARNING or MISSILE ALERT signal will be given. To shake off the lock-on, try to accelerate out of range or perform some evasive turns.



USING MISSILES



You must lock-on to a target before you can fire a missile at it. To do this, perform the following procedure:



1. Check the enemy's position using the search radar.
2. Move in closer to the enemy. Always try to approach from the rear.
3. When the arrow enters the thick bar of the Distance Scale, you are near enough to achieve a lock-on. Ensure that you are in an optimum position before firing – the closer you are to the enemy, the less likely that they will be able to evade the missile.
4. Fire the missile. Most land units and helicopters can be destroyed with one missile, but aircraft and other larger targets will require two direct hits. Keep in mind the number of missiles you have for each type of target, and try not to waste any shots.

USING THE VULCAN MACHINE GUN

In comparison to other weapons, the Vulcan has the most ammunition. However, there is no guidance system to control the direction of the bullets, and their range is much shorter. Don't waste bullets just because they're in large supply - use them to finish off your enemies.

The machine gun is not very powerful, so it's necessary to hit targets with multiple bullets. Try get behind enemies, just as you would if firing a missile. When you get within gun range, the Sight Reticle will appear. To hit targets accurately, keep them inside of the Sight Reticle whilst firing.

DON'T LET TARGETED ENEMIES ESCAPE!

The key to preventing enemies from escaping is the Targeting Indicator, an arrow which appears on screen whenever your potential target goes out of range. You can use this arrow to pursue enemies without having to rely on radar.



USING SPECIAL WEAPONS

Press the  button to toggle between missiles and special weapons. Certain special weapons cannot be used when the aircraft is flying belly-up. Although they are very effective, you have a limited number of special weapons so use them sparingly and wisely.

Free-fall bombs detonate over the area indicated by the pipper. For an accurate hit, fire when the pipper overlaps the target. To increase your chances of a successful hit, drop to a lower altitude and get close to the target as you release the bomb. Follow this with a quick ascent in order to evade attacks from land units.

Some special weapons are designed for aerial combat whereas others are better for ground attacks. Here is a brief guide to some of the weapons available to you:



UNGUIDED BOMB – a basic special weapon. Release the bomb when the target and central point of the pipper overlap.



BOMBLET DISPENSER – this weapon releases many small bombs at once. The bombs will be guided by a pipper displayed as two crosses joined by a single line. These crosses indicate the range over which the bomblets will fall - the bigger the distance between the crosses, the larger the target area will be.



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PRECISION GUIDED BOMB – this bomb is guided by an advanced piper which moves into position when approaching a target to assist lock-on.



ADVANCED AIR-TO-AIR MISSILE – a special weapon for air-to-air combat. Multiple Missile Seekers will appear on screen, allowing you to attack more than one target at a time.



AIRCRAFT

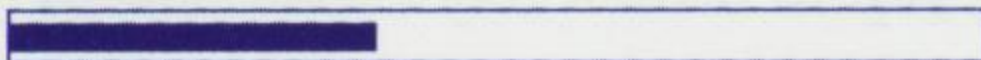
This section will give you an introduction to some of the aircraft you will be flying. Each aircraft has different abilities: generally the more expensive the aircraft, the better its abilities. Be sure to get a good grasp of what types of aircraft are available.



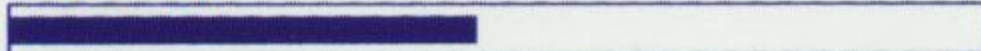
F-4

A large two-engine fighter designed for all-weather carrier duty which was in common use during the 70s and 80s. Boasts a large ammunition load capacity and excellent manoeuvrability.

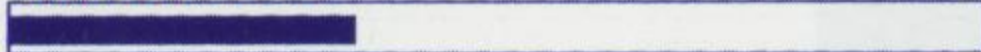
SPEED



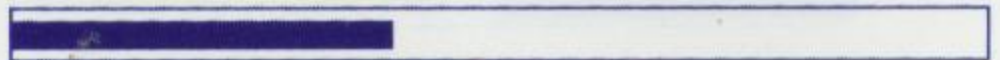
AIR-TO-AIR



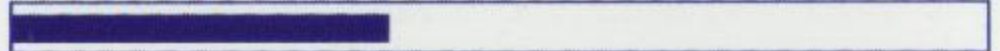
AIR-TO-GROUND



MOBILITY



STABILITY



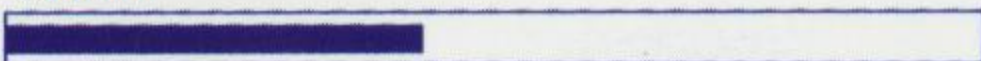
DEFENCE



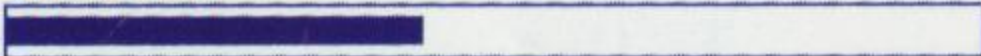
F-5

A lightweight supersonic fighter with good mobility. Easy to maintain and has two engines to reduce the likelihood of stalling. Its mid-elevation (13,000 ft) manoeuvrability is superb, making it highly suitable for scouting missions

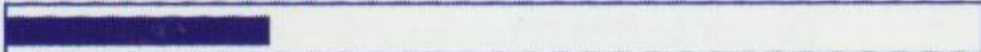
SPEED



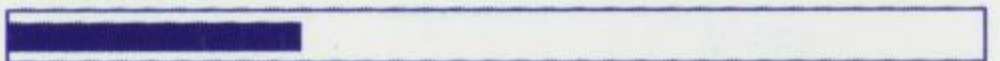
AIR-TO-AIR



AIR-TO-GROUND



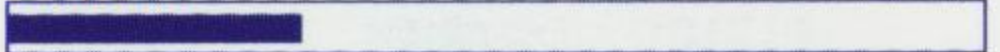
MOBILITY



STABILITY



DEFENCE



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F-16 FIGHTING FALCON™

A single-engine supersonic fighter. Its small size and light weight provide good manoeuvrability and combat support capabilities. With its revolutionary design and state-of-the-art technology, this aircraft is frequently in current use for front line battles.

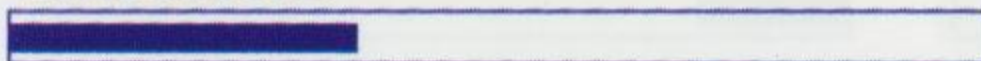
SPEED



AIR-TO-AIR



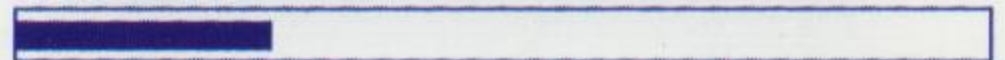
AIR-TO-GROUND



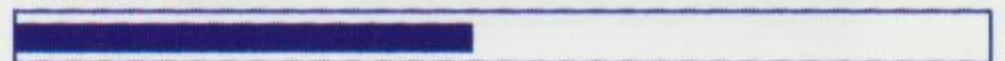
MOBILITY



STABILITY



DEFENCE



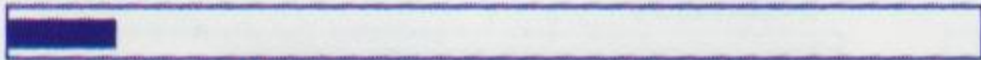
A-10

An air-to-ground attack plane designed specifically for attacking land targets. Though lacking in speed, it is easy to manoeuvre at low altitudes and has a large load capacity. It is built to withstand attacks from the ground.

SPEED



AIR-TO-AIR



AIR-TO-GROUND



MOBILITY

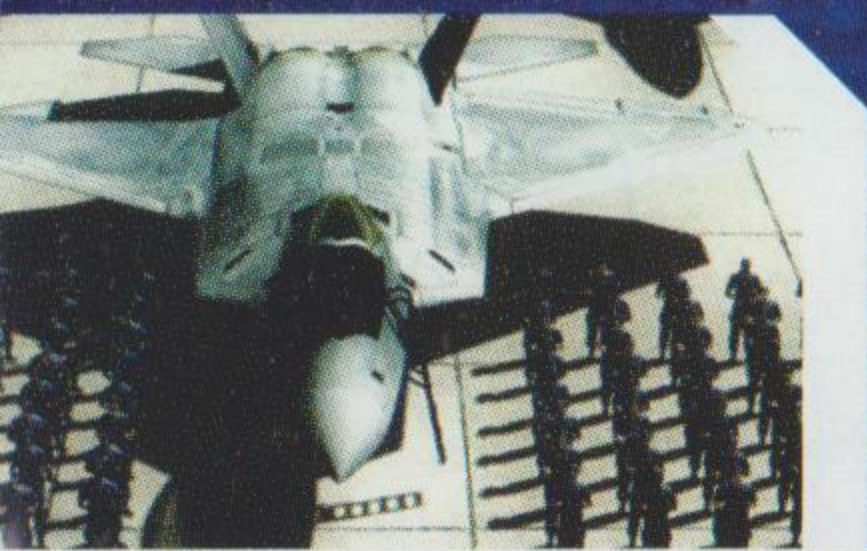


STABILITY



DEFENCE





MIR-2000

The best of the Mir series. Unlike most aircraft, this aerodynamically designed fighter has no horizontal tail plane, and its wings are modelled on equilateral triangles. This enables the aircraft to cruise at speeds between Mach 1.0 and 1.2 with little change in flight characteristics.

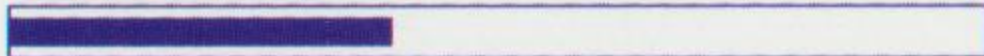
SPEED



AIR-TO-AIR



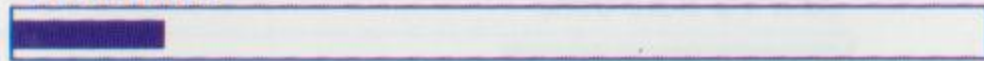
AIR-TO-GROUND



MOBILITY



STABILITY



DEFENCE



F-14

Designed for carrier-based duty, this fighter protects naval fleets from enemy air attacks. It has good manoeuvrability, acceleration and control. The variable-geometry wings change angle according to the aircraft's speed.

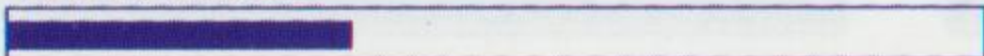
SPEED



AIR-TO-AIR



AIR-TO-GROUND



MOBILITY



STABILITY



DEFENCE



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F-22 RAPTOR™

The F-22 Raptor™ is the world's first stealth air-to-air fighter. It is also the first production aircraft with the ability to fly at supersonic speeds without the use of afterburners. The F-22 is deadly at long range, unmatched in dogfights and has precision ground attack capabilities.

SPEED



AIR-TO-AIR



AIR-TO-GROUND



MOBILITY



STABILITY



DEFENCE



SU-37

This twin-engine, long range air superiority fighter features many advancements over the F-14 and F-15. It boasts a larger load capacity than its predecessor, the SU-27, and is also good in combat situations.

SPEED



AIR-TO-AIR



AIR-TO-GROUND



MOBILITY



STABILITY



DEFENCE



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